*Elements of Acoustic Phoenetics, (2nd Edition)*. By Peter Ladefoged. University of Chicago Press, Chicago. (1996). 216 pages. $39.95, £31.95 (cloth); $14.95, £11.95 (paper).
Contents:

Preface. 1. Sound waves. 2. Loudness and pitch. 3. Quality. 4. Wave analysis. 5. Resonance. 6. Hearing. 7. The production of speech. 8. Resonances of the vocal tract. 9. Digital speech processing. 10. Fourier analysis. 11. Digital filters and LPC analysis. Index.

*Inductive Logic Programming: From Machine Learning to Software Engineering*. By Francesco Bergadano and Daniele Gunetti. MIT Press, Cambridge, MA. (1996). 240 pages. $37.50.
Contents:

Series foreword. Preface. 1. Introduction. I. Fundamentals. 2. Problem statement and definitions. 3. Bottom-up methods. 4. Top-down methods. 5. A unifying framework. II. ILP with strong bias. 6. Inductive bias. 7. Program induction with queries. 8. Program induction without queries. III. Software engineering applications. 9. Development, maintenance, and reuse. 10. Testing. 11. A case study. Appendix A. How to FTP our software. Bibliography. Index.

*Solving Problems in Environmental Engineering and Geosciences with Artificial Neural Networks*. Farid Dowla and Leah L. Rogers. MIT Press, Cambridge, MA. (1995). 239 pages. $40.00.
Contents:

Acknowledgments. 1. Introduction. 2. Neural networks: Methods and algorithms. 3. Training set and input representation. 4. Optimal groundwater remediation. 5. Discriminating natural earthquakes from underground nuclear explosions. 6. Automated monitoring of seismic, acoustic, and biomedical signals. 7. Strength estimation of seismic sources. 8. Spatial estimation for geologic characterization. 9. Lithology prediction for geologic characterization. 10. Forecasting or early warning of earthquakes. 11. Climate changes. 12. Full circle. Appendix. Index.

*Business Data Communications and Networking, Fifth Edition*. Jerry Fitzgerald and Alan Dennis. John Wiley & Sons, Inc., New York. (1996). 562 pages. $61.95.
Contents:

I. Introduction. 1. Introduction to data communications. 2. Network applications. II. Fundamentals of data communications and networking. 3. Telephone communication hardware. 4. Data communication hardware. 5. Data transmission. 6. Data link layer. III. Networking. 7. Network layer. 8. Local area networks. 9. Metropolitan and wide are networks. 10. Backbone networks. IV. Network management. 11. Network design and implementation. 12. Network management. 13. Network security. 14. Novell netware. Appendix. Next day air case studies.

*Math into LaTeX: An Introduction to LaTeX and AMS-LaTeX*. By G. Grätzer. Birkhäuser, Boston. (1996). 451 pages. $49.50.
Contents:

Preface. Introduction. I. A short course. 1. Typing your first article. II. Text and math. 2. Typing text. 3. Text environments. 4. Typing math. 5. Multiline math displays. III. Document structure. 6. LaTeX documents. 7. Standard LaTeX document classes. 8. AMS-LaTeX documents. IV. Customizing. 9. Customizing LaTeX. V. Long bibliographies and indexes. 10. BibTeX. 11. *MakeIndex*. Appendices. A. Math symbol tables. B. Text symbol tables. C. The AMS-LaTeX sample article. D. Sample article with user-defined commands. E. Background. F. PostScript fonts. G. Getting it. H. Conversions. I. Final word. Bibliography. Afterword. Index.

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Contents:

Preface. Acknowledgments. 1. The nature of semantic theory. 2. Knowledge of meaning and theories of truth. 3. Meaning and structure. 4. Verbs and prediction. 5. Proper nouns and reference. 6. Pronouns and demonstratives. 7. Quantification. 8. Quantifiers and quantifier properties. 9. Definite descriptions. 10. Anaphora. 11. Clausal complements and attitude reports. 12. Events, states, and times. 13. Meaning and knowledge. Notes. References. Author index. Subject index.

*Bandits on the Information Superhighway*. By Daniel J. Barrett. O'Reilly & Associates, Sebastopol, CA. (1996). 229 pages. $17.95.
Contents:

1. Welcome to the Internet! 2. Protecting your privacy. 3. "Get rich quick" schemes. 4. Appearances can be deceiving. 5. Free information ... for a price. 6. Buying and selling on the Net. 7. Pranks, spams, and time wasters. 8. Strangers, friends, and lovers. 9. Parents and the Internet. 10. Your rights on the Net. 11. What to do if you are ripped off. 12. What will the future bring? Understanding Internet addresses. Index.